

- **Take some time to consider the actual process of working on this particular project. Much learning happens in the process of looking back on things. Was it smooth or pretty rocky? Why do you think that was?**

Overall, I think the process of working on this project went incredibly smoothly. I believe that that was the case because early on in the project I focused heavily on building a solid code foundation that I could build off of as the project progressed. By moving forward with expandability in mind, I was able to maintain a relatively neat code base which I could build on and not feel lost in. When bugs occurred, I typically knew exactly where I needed to look, or at least I had a general idea of where issues could be occurring. There were multiple times in this project where I would see a number be slightly off or not work as intended, and I could tell exactly what was going wrong just based on the state of the board and what cards were in play.

- **How does this project compare to previous projects you've worked on? Feel free to compare it to any other projects you've worked on for any other class or in any other context (ie. passion project, game jam, prior work experience, internship, etc.)**

I would compare this project incredibly highly to many other class projects I've completed in game design. The idea of essentially releasing a patch update for a project was really interesting and allowed me to focus on the importance of maintaining a usable code base. The longform nature of this project combined with the previous one which this expands upon made for a really interesting journey and had me spending more time within one particular project than I ever have before.

- **What was the biggest triumph or thing you're proud of on this project?**

My biggest triumph in this project was easily my code maintenance and quality. It definitely isn't perfect, and there are places that could be cleaned up here and there, but overall the structure was very workable and coming back to this codebase after some time had passed to make the final project required very little re-learning. Doing things like adding new cards became incredibly simple and thanks to the way I store certain data in the game making big changes like adding the undo button weren't as complex as it seemed at first glance. Overall I feel that I left myself with a project I could come back to and keep expanding / refining over time.

- **What was the biggest annoyance, problem, failure, or area for future improvement?**

The biggest problem for me in this project was drawing everything to the screen in a way where things were not cluttered while also leaving room for things like card descriptions to be big enough that they are readable. Anytime something is placed in a location it involves a lot of multiplication/division/addition and though it works on this

scale, it clearly leaves room for problems to occur as time goes on. Figuring out how to better place things on screen and coming up with better ways to define x and y coordinates would definitely be an area to improve on in a future project.

- **Would you want to work on something like this again? Why or why not?**

I would definitely like to work on something like this again because it was completely different from anything I have worked on before. Like I said previously, the longer nature of this assignment (or series of assignments) was incredibly beneficial and made me enjoy working on it so much more. I felt like I could take my time and experiment with things at my own pace, and come out with something with a substantial amount of work and thought involved.

- **Feel free to include any other insights, revelation, funny bug stories, or anything else you feel is relevant to what you learned from this project.**

I think this project did a great job of giving me insight into what it's like spending a longer period of time maintaining a code base. Seeing places where I can optimize things, noticing patterns in my code that I can turn into functions, and using classes to their fullest extent were all things I felt like I got a lot better at through working on this project.